

Interactive Session – Introduction

Peter van der Plas
Software Systems Division

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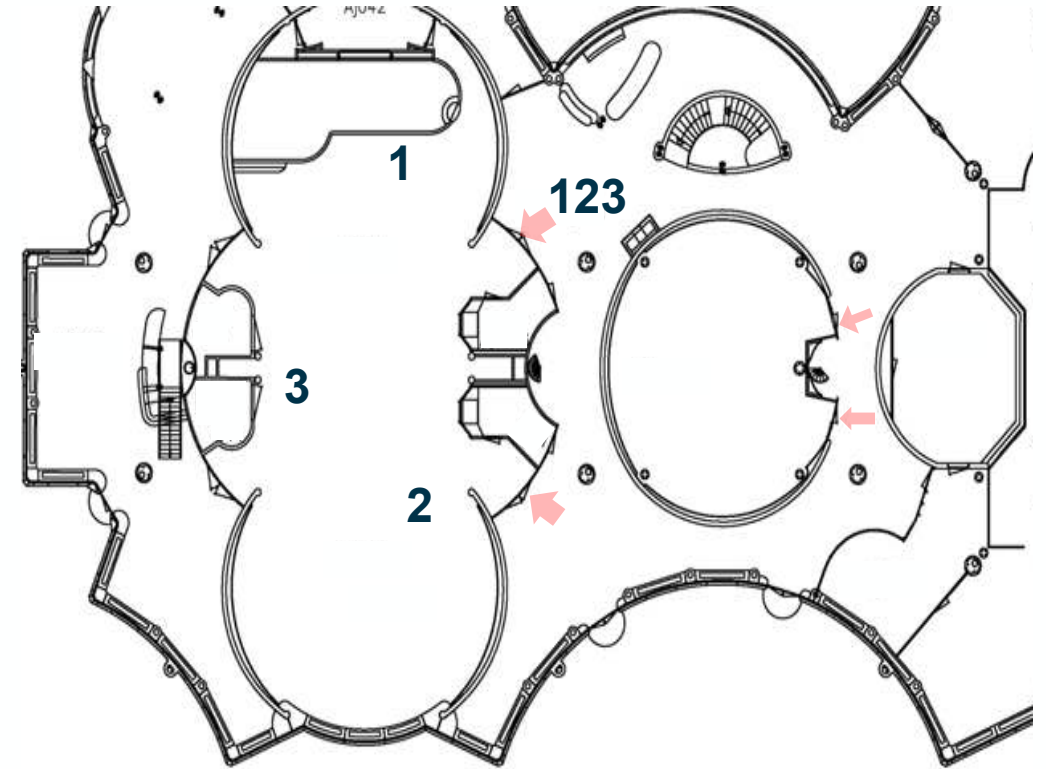
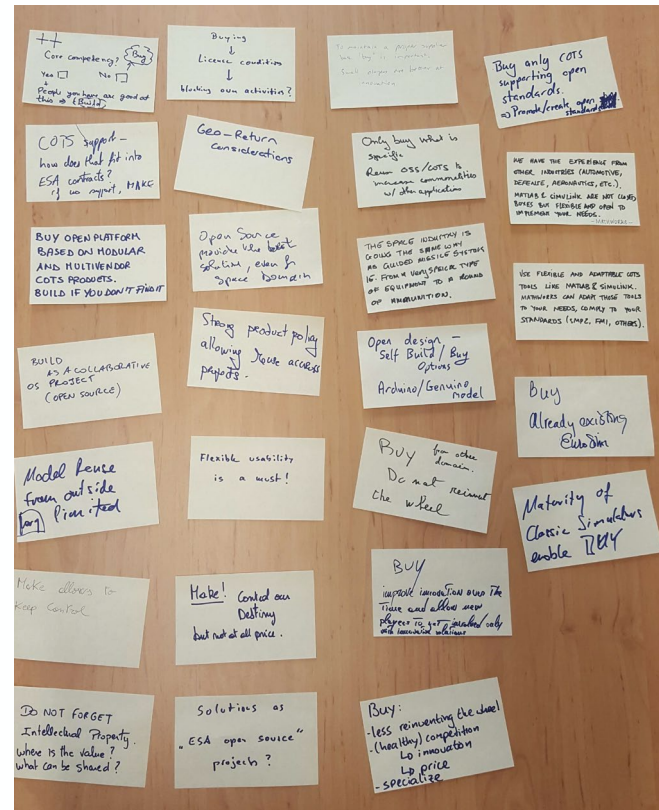
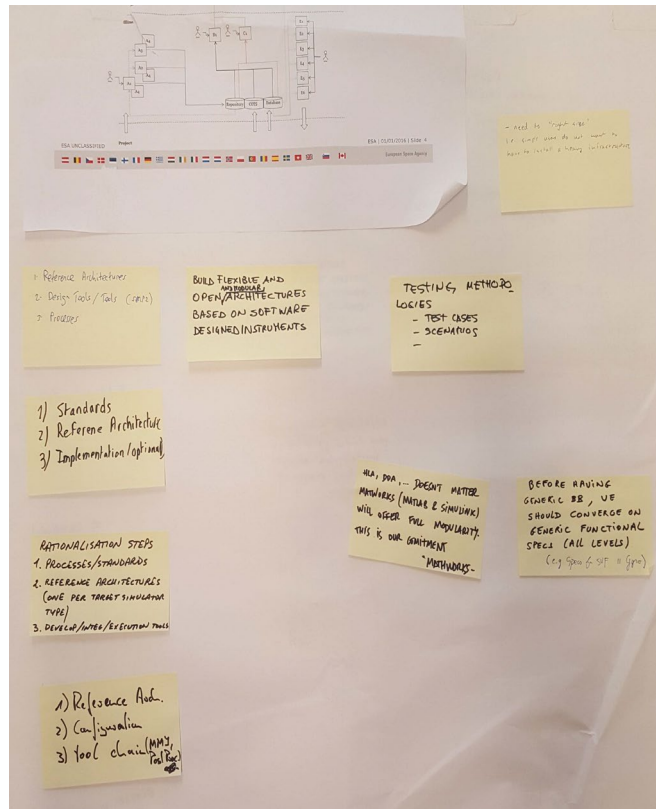
Interactive session on “Making AR/VR a Reality in Space Mission”

- An interactive discussion around 3 selected topics
- Tuesday 12 December 16:00 – 17:00 in Newton
 - Part 1: Moderated discussion per topic (30 minutes)
 - Part 2: Moderators provide a synthesis (30 minutes)
- The results will be published on the workshop website

You can provide your input any time in advance of the session!

Interactive Session – Logistics

- The discussions will be centred around 3 flipcharts
- You may add your ideas and suggestions on sticky notes on the flipcharts
- The flipcharts will be outside of Newton before the session



Topic 1

Embracing AR/VR technology in organisations

“We need a new generation of engineers raised with XR gaming technology to lead the older generations to the uptake of it.”

“Large tech companies focusing too much on social immersive interaction are blocking the uptake of XR in business operations.”

Topic 2

Maturity of AR/VR hardware devices

“Currently available XR hardware devices are a limiting factor.”

“The lack of visibility and reliability of future company roadmaps is hampering the adoption of new XR hardware devices.”

Topic 3

Justifying the benefits of using AR/VR technology

“The benefits do not outweigh the efforts required to develop and configure XR applications.”

“The focus is currently too much on technology push rather than on addressing the user needs.”

A few short presentation to spark some ideas...

